

```
1 #ifndef _PLAYER_H_
2 #define _PLAYER_H_
3
4 #include "PlaceableActor.h"
5
6 class Key; // you can only forward declare pointer types, specific items
7
8 class Player : public PlaceableActor
9 {
10
11 public:
12     Player();
13
14     bool HasKey();
15     bool HasKey(ActorColour colour);
16     void PickUpKey(Key* key);
17     void UseKey();
18     void DropKey();
19     Key* GetKey() { return m_pCurrentKey; }
20
21     // nothing in the class is using key in a functions
22
23     void AddMoney(int money) { m_money += money; }
24     int GetMoney() { return m_money; }
25
26     int GetLive() { return m_lives; }
27     void DecrementLives() { m_lives--; }
28
29     virtual ActorType GetType() override { return ActorType::Player; }
30     virtual void Draw() override;
31
32 private:
33     Key* m_pCurrentKey;
34     int m_money;
35     int m_lives;
36
37 };
38
39 #endif // !_PLAYER_H_
40
```